Converting from Minecraft Playstation Vita Edition world to Java/Bedrock edition

Abstract

Minecraft PlayStation Vita Edition is part of the versions of Minecraft developed by 4J Studios. These versions are known as the ***Legacy editions*** and were developed for various consoles before the release of their successor, the *Bedrock Edition*, which standardized the game versions across platforms. ***Minecraft PlayStation Vita Edition*** was discontinued around mid-2018, making it difficult to officially transfer worlds from the *PlayStation Vita* version to newer versions. Fortunately, most of the *Legacy* versions were written on the same codebase, allowing the community to develop tools for converting worlds between platforms.

This tutorial will provide a step-by-step guide on how to convert your ***Minecraft PlayStation Vita Edition*** world to ***Bedrock/Java Edition***, which involves three stages: creating a decrypted dump of your world/ converting it to ***PS3***/ converting it to ***Bedrock/Java***.

Required files and programs

For this tutorial, you will need:

- Homebrewed PSVita
- Windows computer

Programs:

- **Vitashell**
- **Apollo Save Tool**
- **Batcher_converter/legacy editor**
- **Je2Be**

Decrypted backup of a PS Vita Minecraft world

Minecraft Playstation Vita Edition uses two files for its worlds which are stored inside a folder ***(Ex: PCSE00491-241005063840)***, a **GAMEDATA.BIN** and a **THUMBDATA.BIN**. **GAMEDATA** is the actual world file that stores the world itself and other information. The **THUMBDATA** stores other world information related with settings and menu display. These two files are encrypted, so in order to actually extract them to be usable, you would need to decrypt them with the Apollo save tool.

Apollo Save Tool

Apollo Save Tool is an application for many Playstation consoles that serves as a save manager. With the Vita version, users can import and decrypt their saves, which will be found inside ux0/data/apollo/GAMEID. (May vary depending on mounted storage.)

For more information about how Apollo works on Vita, **refer to the GitHub page.**

How to Decrypt Saves?

- In your PS Vita, **Install** and open Apollo Save Tool
- Select “INT SAVES”
- Scroll until you find your Minecraft Serial ID

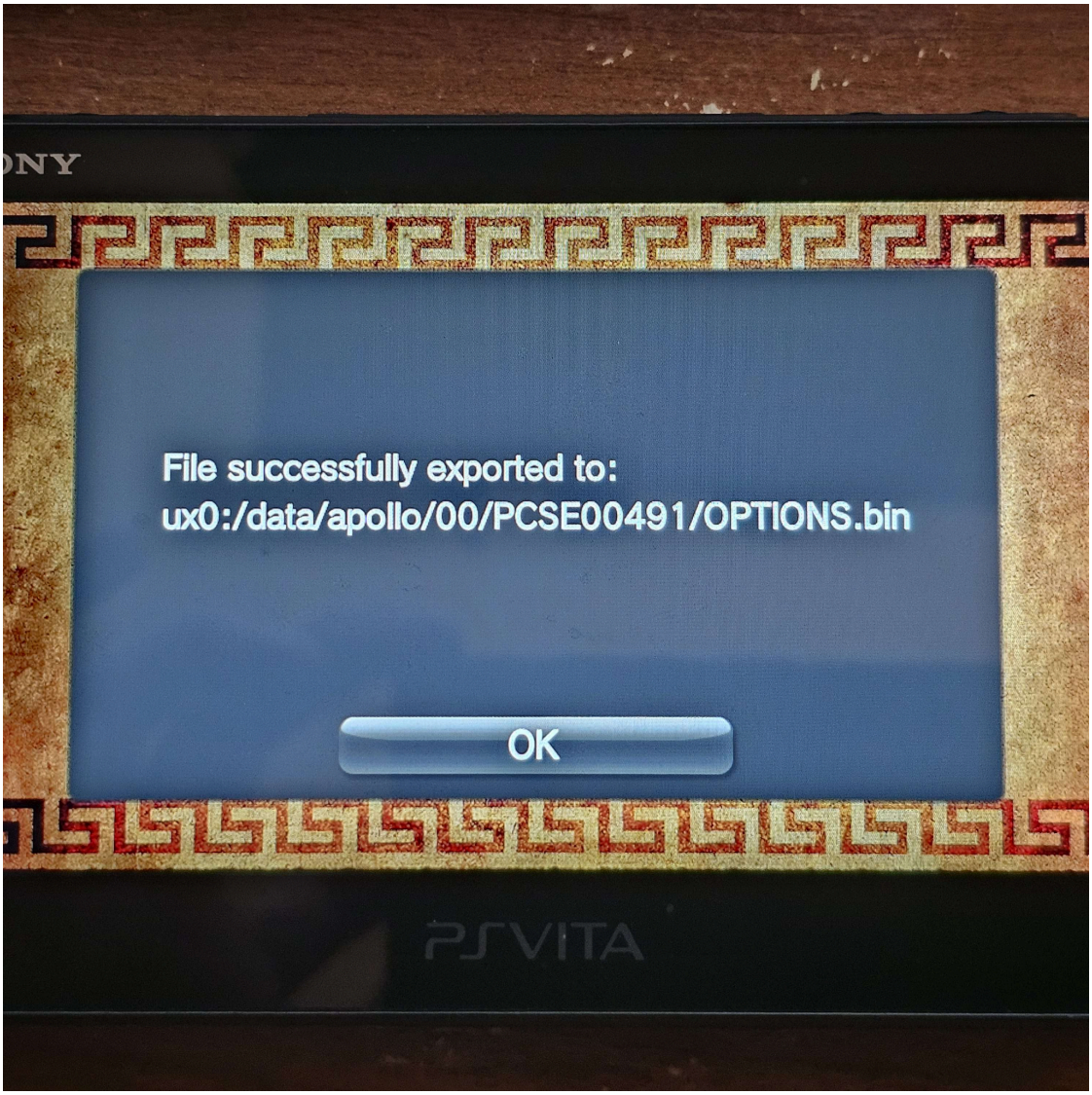
JP- PCSG00302
US- PCSE00491
EU- PCSB00560

- Select the folder and proceed to “**Export Decrypted Save Files**”
- Choose the **GAMEDATA** from the world you want to extract(THUMBDATA.bin is not essential for this tutorial)

(If you are unsure what world you’ll be extracting, select “View Save Details” and look at the Title name for the world save. Subtitle will be the world’s name.)

- After selecting them, you should see a pop up showing that the file has been successfully exported to a specific directory (UX0:/data/apollo/00/GAMEID)

(If for any reason Apollo fails to export, create a folder called “apollo” inside the “data” folder inside ux0.)



- Open Vitashell and open this directory.
- Connect your PC to your Vita via USB or FTP with Vitashell.

The directory should look like this upon navigating:

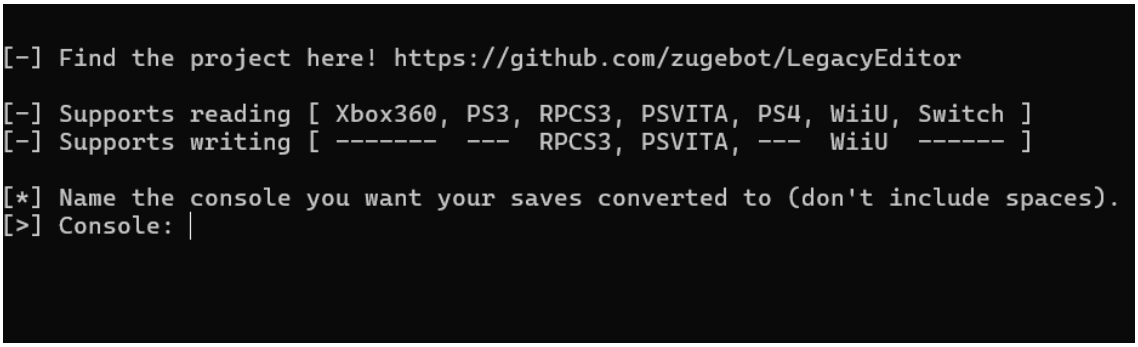
data › apollo › 00 › PCSE00491 › PCSE00491-240304164055

- Grab the GAMEDATA and put them in any folder on your computer.

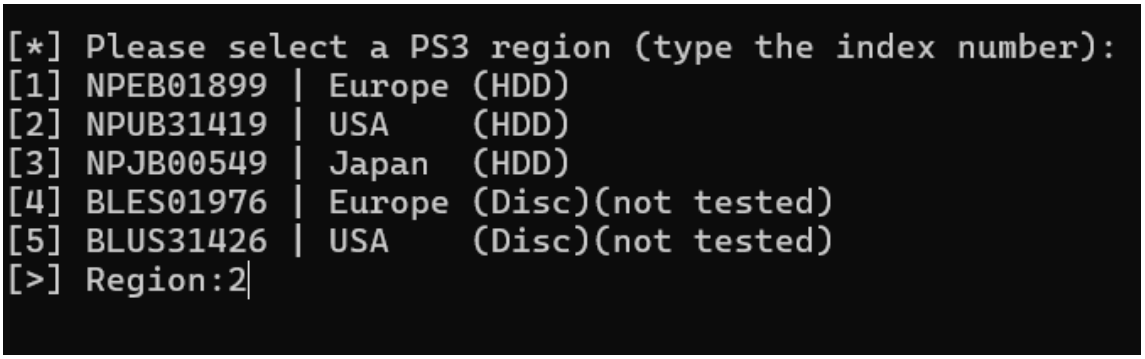
Converting using Batch Converter

Batch Converter/Legacy Editor is a program made by the community that allows users to convert saves between all "Minecraft Console Edition" consoles and all their specific versions. We are using this program to convert our world to **Playstation 3 Edition.**

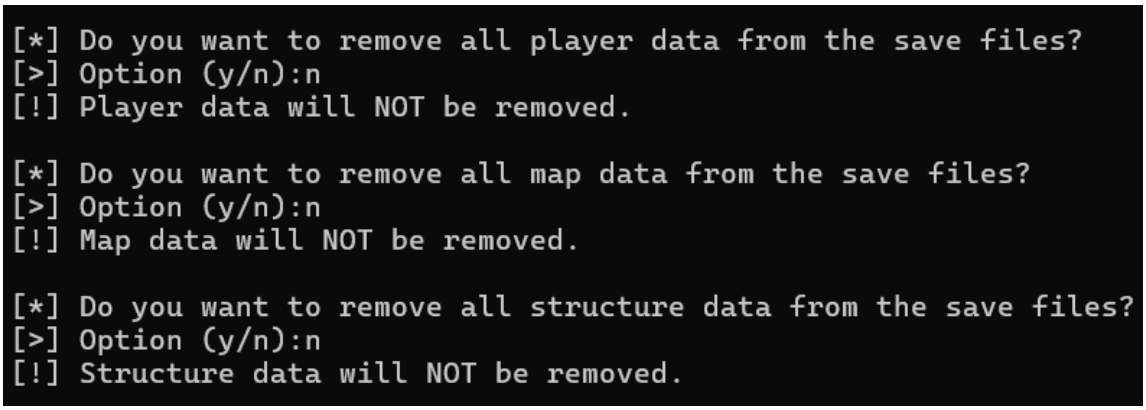
- On windows, download and extract Batch Converter.
- drag and drop the **GAMEDATA.bin** file into the executable
- You will see something like this:


[-] Find the project here! https://github.com/zugebot/LegacyEditor
[-] Supports reading [Xbox360, PS3, RPCS3, PSVITA, PS4, WiiU, Switch]
[-] Supports writing [------- --- RPCS3, PSVITA, --- WiiU ------]
[*] Name the console you want your saves converted to (don't include spaces).
[>] Console:

- Type “RPCS3” and then press enter
- Select the region of your save(i'm using USA version)


[*] Please select a PS3 region (type the index number):
[1] NPEB01899 | Europe (HDD)
[2] NPUB31419 | USA   (HDD)
[3] NPJB00549 | Japan (HDD)
[4] BLES01976 | Europe (Disc)(not tested)
[5] BLUS31426 | USA   (Disc)(not tested)
[>] Region:2

- Answer the options that you would like:


[*] Do you want to remove all player data from the save files?
[>] Option (y/n):n
[!] Player data will NOT be removed.
[*] Do you want to remove all map data from the save files?
[>] Option (y/n):n
[!] Map data will NOT be removed.
[*] Do you want to remove all structure data from the save files?
[>] Option (y/n):n
[!] Structure data will NOT be removed.

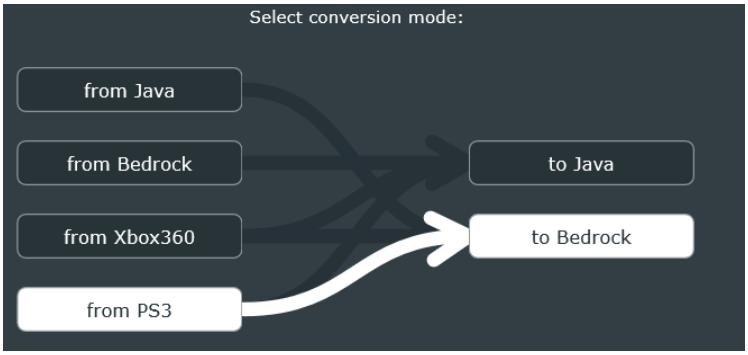
- Note that you may see some errors in the cmd. Just ignore them and check the folder (*BatchConverter/out*) that was created in the directory of BatchConverter executable.

- Inside the Folder, you will see your PSVita World converted to Minecraft PS3 world:)

Converting to Java/Bedrock edition with Je2be

Je2be is a free map converter for Minecraft Java Edition and Bedrock Edition. It supports both conversions, Java to Bedrock and Bedrock to Java. It also supports converting maps of Xbox 360 and PS3 Edition into Java/Bedrock. We'll be using this program to convert our world from PS3 to Bedrock/Java Edition.

- Download and install Je2be, then open it
- Choose the option “From PS3” to the version that you would like to convert.



- Select the **GAMEDATA** file that it was created by BatchConverter (the psv world that was converted into ps3 world)
- Press OK and wait until it's finished.
- You'll have the option to save the world separately or import directly to your Minecraft game folder in your pc (if you have installed)
- Enjoy:)

- **References:**
  https://github.com/zugebot/LegacyEditor
- https://minecraft.fandom.com/pt/wiki/Edi%C3%A7%C3%A3o_de_Console_Legado
- https://minecraft.fandom.com/pt/wiki/PlayStation_Vita_Edition
- https://je2be.app/
- https://docs.google.com/document/d/1HUoeH9YclwqYPYMx9ps0Ui3YF0x_g9QkluADAx_fTJQ/edit?tab=t.0